

1 1. (Canceled)

1 2. (Canceled)

1 3. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim ~~4~~ 23 wherein said remote location includes a  
3 plurality of remote locations each linked to said base location by a  
4 communications channel, and in which said library of pre-recorded video clips is  
5 stored at each remote location whereby a realistic audiovisual representation of  
6 said game is replicated at each remote location.

1 4. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim ~~4~~ 23, wherein said computer at said remote  
3 location includes algorithms for providing computer-generated visual and/or  
4 sound images relevant to said game.

1 5. (Original) A method of providing a realistic audiovisual representation according  
2 to Claim 4 wherein appropriate video clips and/or computer generated graphical  
3 visual and/or sound replications are presented at video monitors and/or loud  
4 speakers at said remote location.

1 6. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim-~~1~~ 23 wherein said game has been recorded and  
3 the realistic audiovisual representation is a delayed representation of a game that  
4 has already been played.

1 7. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim-~~1~~ 23 wherein said game is a game of skill or a  
3 game of chance or a combination of skill and chance.

1 8. (Original) A method of providing a realistic audiovisual representation according  
2 to Claim 7 in which said game involves a finite number of possible outcomes or  
3 that employs a finite number of game objects.

1 9. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim-~~1~~ 23 wherein the remote location is a personal  
3 computer.

1 10. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim-~~1~~ 23 in, which there are a plurality of remote  
3 locations.

1 11. (Currently Amended) A method of providing a realistic audiovisual  
2 representation according to Claim-~~1~~ 23 in which ~~steps (e) and (d) are~~ step (c) is  
3 accomplished using a host computer.

1 12. (Original) A method of providing a realistic audiovisual representation according  
2 to Claim 11 wherein said game is interactive in which players' decisions are  
3 transmitted to said host computer and are, at least in some instances, instrumental  
4 in progress of the game.

1 13. (Original) A method of providing a realistic audiovisual representation according  
2 to Claim 11 in which said host computer conducts multiple independent games  
3 simultaneously.

1 14. (Canceled)

1 15. (Currently Amended) A system according to Claim-~~14~~ 24 in which said computer  
2 system at each remote location includes algorithms for providing computer-  
3 generated visual and/or sound images relevant to said game.

1 16. (Original) A system according to Claim 15 including video monitors and loud  
2 speakers at each said remote location by which said video clips and/or computer  
3 generated visual and/or sound images are presented.

- 1 17. (Currently Amended) A system according to Claim-14 24 wherein said game is in  
2 the form of a recorded game previously played and the realistic audiovisual  
3 presentation represents a delayed representation of said recorded game.
- 1 18. (Currently Amended) A system according to Claim-14 24 wherein said game is a  
2 game of skill or a game of chance or a combination of skill and chance.
- 1 19. (Original) A system according to Claim 18 in which said game involves a finite  
2 number of possible outcomes or that employs a finite number of game objects.
- 1 20. (Currently Amended) A system according to Claim-14 24 in which at least one of  
2 said computer systems is a personal computer.
- 1 21. (Currently Amended). A system according to Claim-14 24 in which said game is  
2 interactive in which players' decisions are transmitted to said host computer and  
3 are, at least in some instances, instrumental in progress of the game.
- 1 22. (Currently Amended) A system according to Claim-14 24 in which said host  
2 computer is capable of conducting multiple independent games simultaneously.

1    23.    (New) A method of providing a realistic audiovisual reconstruction or emulation  
2            at a remote location of a game occurring at a base location in which the base  
3            location and remote location are linked by a communication channel in a manner  
4            to reduce the band width requirement of the communication channel, comprising  
5            the steps of:

6            (a)    preparing a stored library of pre-recorded individual video clips  
7            comprising a finite set of possible occurrences during the progress of a game;

8            (b)    storing said library of pre-recorded individual video clips in a  
9            computer at said remote location, each video clip being associated with an  
10           individual identification code;

11           (c)    transmitting a sequence of individual identification codes as the  
12           game progresses from said base location to said remote location over said  
13           communication channel; and

14           (d)    at said base location, using said individual identification codes to  
15           selectably juxtapose a sequence of said individual video clips from said stored  
16           library to emulate or reconstruct said game and thereby reducing the band width  
17           required of said transmitting step.

1    24.    (New) A system for providing realistic audiovisual reconstruction or emulation  
2            of a game at at least one remote location, comprising;  
3                    a host computer at a base location;  
4                    a computer system at each remote location connected to control  
5            audiovisual equipment;  
6                    a communication channel interconnecting said host computer and each  
7            said remote computer system;  
8                    a prepared library of pre-recorded individual video clips comprising a  
9            finite set of possible occurrences during the progress of a game, the library being  
10           stored in said computer system at each remote location, each individual video clip  
11           being associated with an individual identification code; and  
12                    input apparatus connected to said host computer for inputting information  
13           as to progress of the game by which individual identification codes are generated,  
14           the individual identification codes being transmitted to said computer system at  
15           each remote location and used to access appropriate video clips from said library,  
16           the video clips being presented in juxtaposing sequence to thereby provide a  
17           realistic audiovisual reconstruction of said game as it occurs, thereby reducing the  
18           band width required of said communication channel.

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